

Prof Miller

Usability

- When thinking about usability, you have to consider user experience.
- The following slides are shamelessly stolen from a presentation given by Whitney Hess, an *Experience Designer* in NYC.
- Whitney's fantastic guide to becoming a UX designer: <u>http://whitneyhess.com/blog/2009/06/30/so-you-</u> <u>wanna-be-a-user-experience-designer-step-l-</u> <u>resources/</u>

Principles of Experience Design

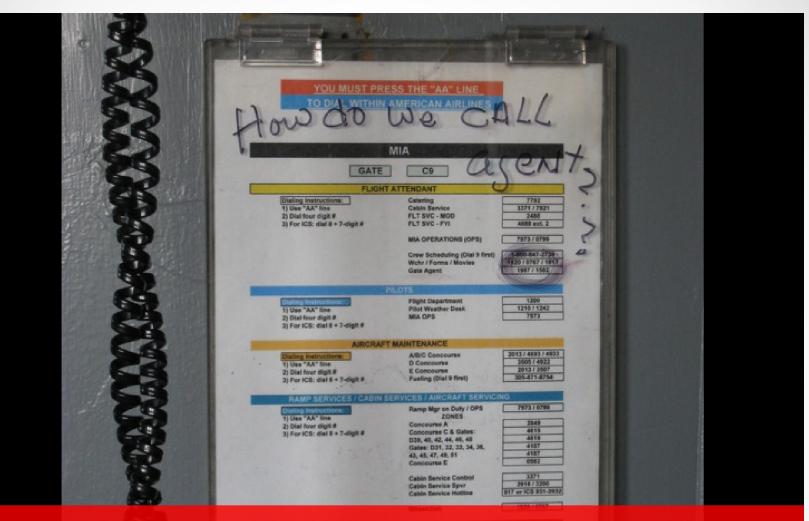
- 1. Stay out of people's way.
- 2. Create a hierarchy that matches people's needs.
- **3.** Limit distractions.
- 4. Provide strong information scent.
- 5. Provide signposts and cues.
- 6. Provide context.
- 7. Use constraints appropriately.
- 8. Make actions reversible.
- 9. Provide feedback.
- **10.** Make a good first impression.



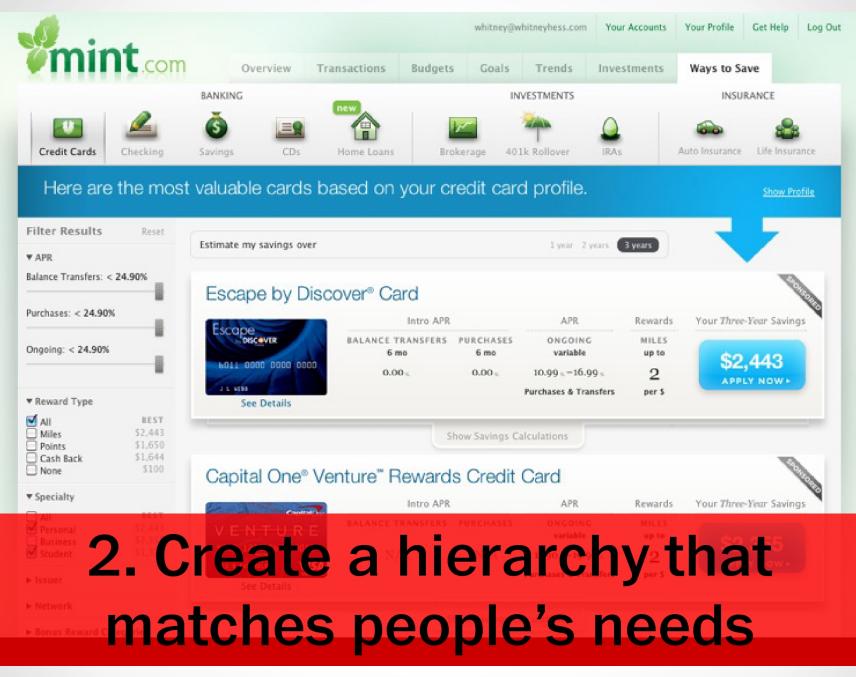
1. Stay out of people's way

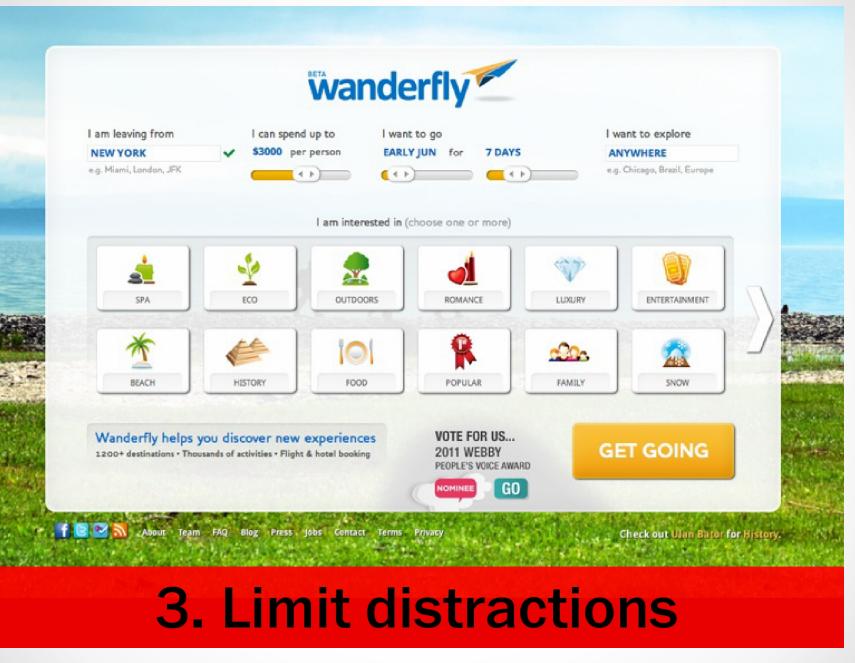
get in, get out, get going.





2. Create a hierarchy that matches people's needs



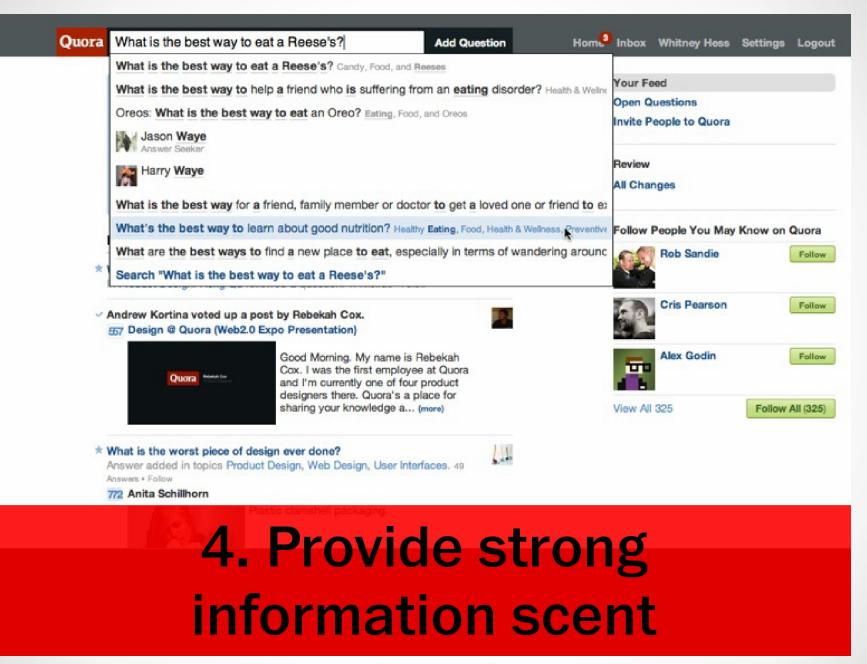




4. Provide strong information scent

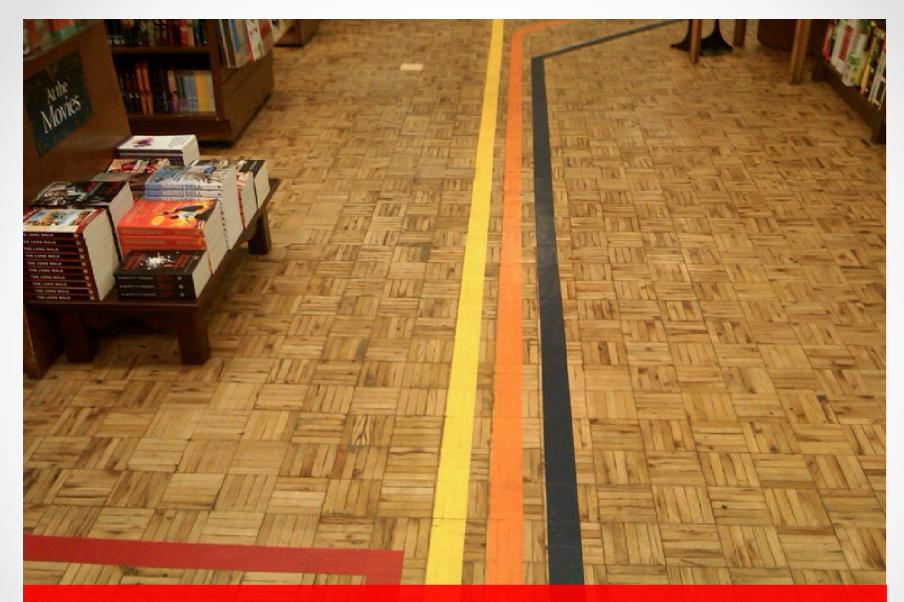
Information Scent

- People do not like to guess (if they don't find what they thought they would find, they leave)
- Jared Spool (UI Expert) studied people navigating websites and found: finding information is like fox hunting prey, use links that communicate scent in a useful way
- Hard to show good examples of perfect usability- it's perfect for you in the moment good design is invisible. Like air conditioning: you don't notice it unless you're wrong, no one complains about good design because we don't notice it when it's good
- Users are trained to look for links, they should look like links, they can't blend, the must be distinctive. "Mega-menus" are bad.



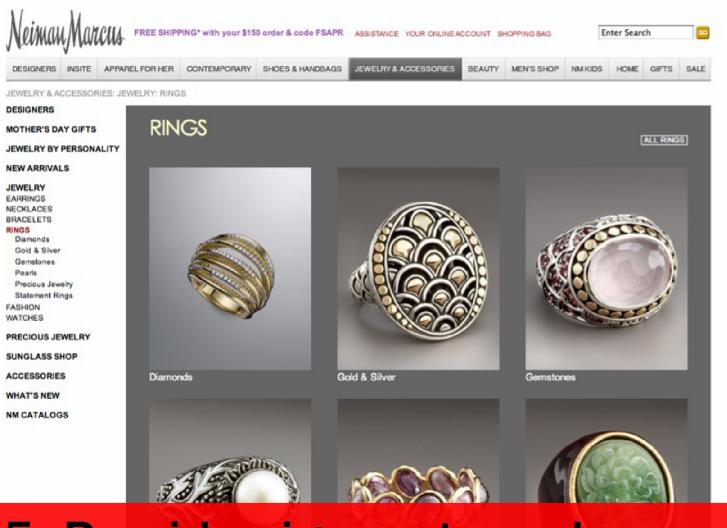


5. Provide signposts and cues

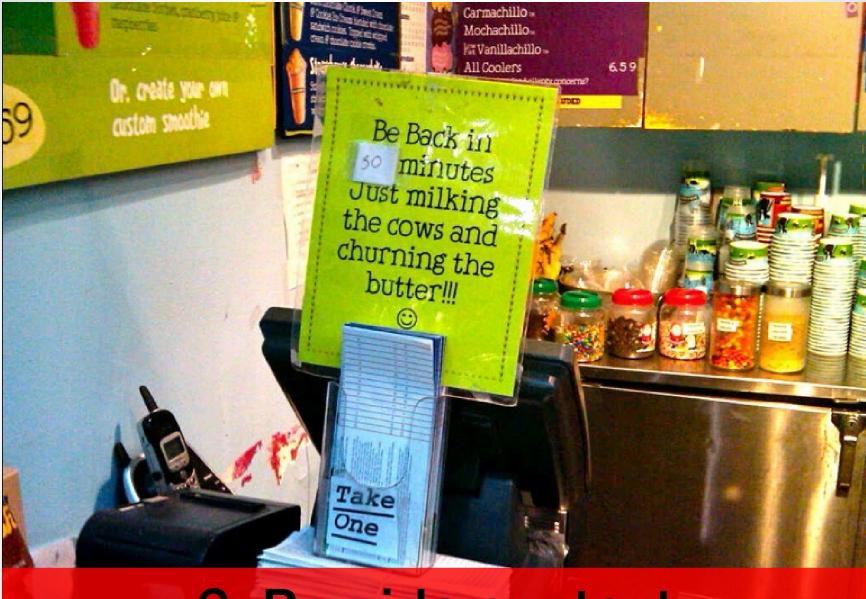


5. Provide signposts and cues

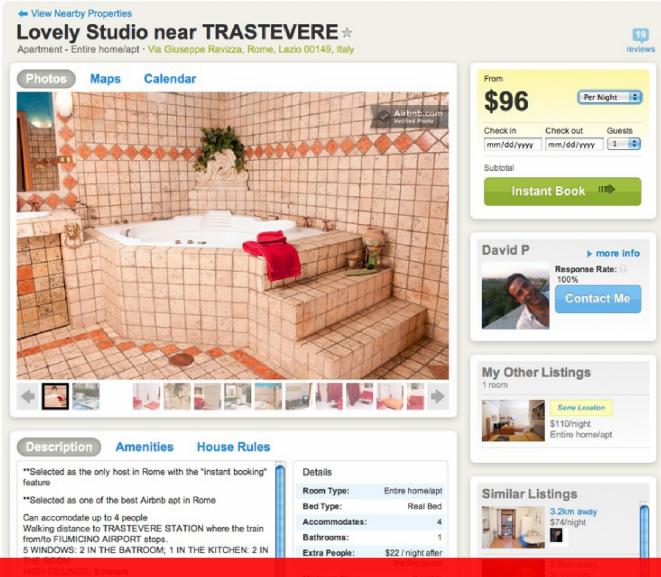
Never let people get lost, they can get there an infinite number of ways, but make sure they get there.



5. Provide signposts and cues



6. Provide context

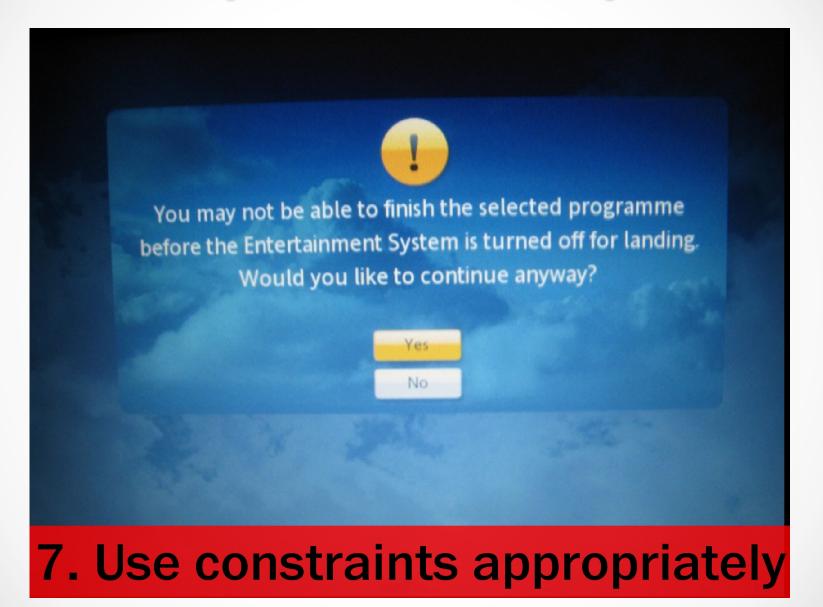


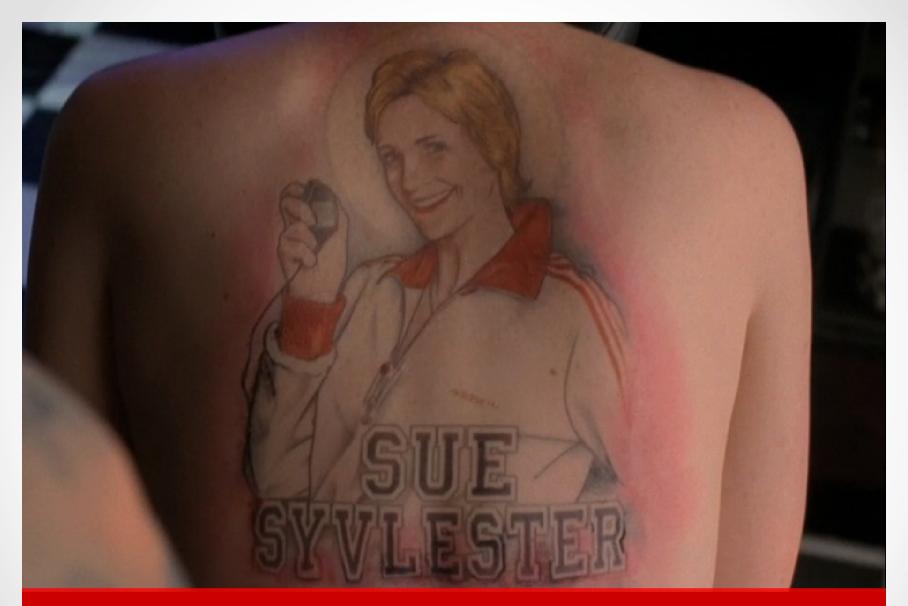
6. Provide context

Please do not dispose of toilet paper in D the toilet. Thank you. Com

7. Use constraints appropriately

Preventing error is better than recovering from it

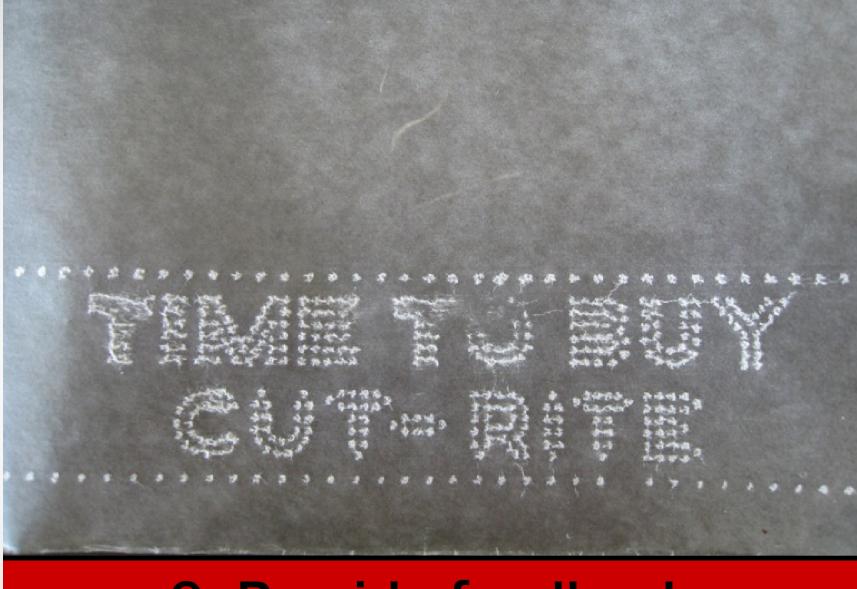




8. Make actions reversible

Make mistakes easily fixable. Undo is critical in web apps.

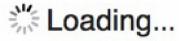
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Complete Postpone More Actions	Sort by 💌	UX Stuff (13 tasks) 2 due today 0 due tomorrow 0 overdue 157 completed	 Print iCalendar iCalendar (Events) Atom
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Watching Interaction videos at NWC			



9. Provide feedback



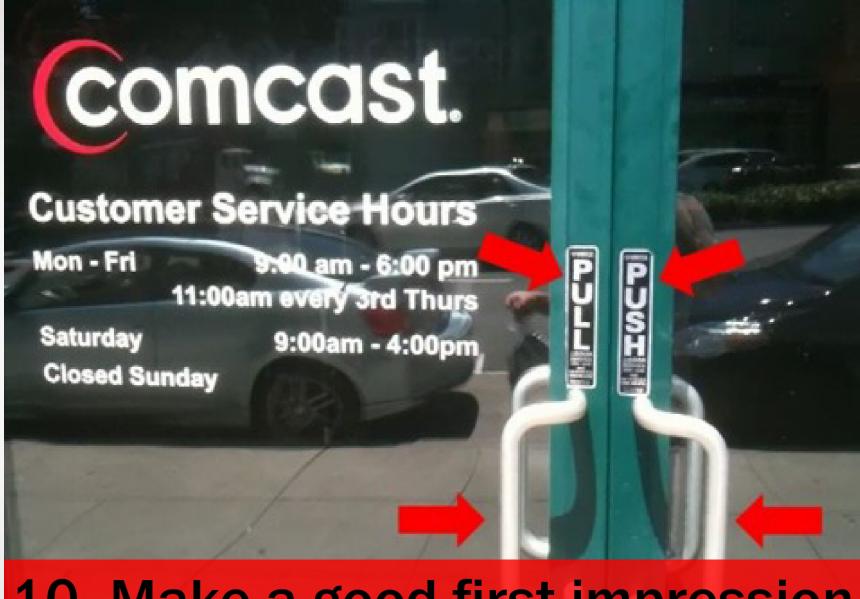




Tip #5: Hide the flights you're not interested in.

filter by time ✓ Show all No early morning departures No morning departures Only morning arrivals Only red-eyes Hide red-eyes

9. Provide feedback

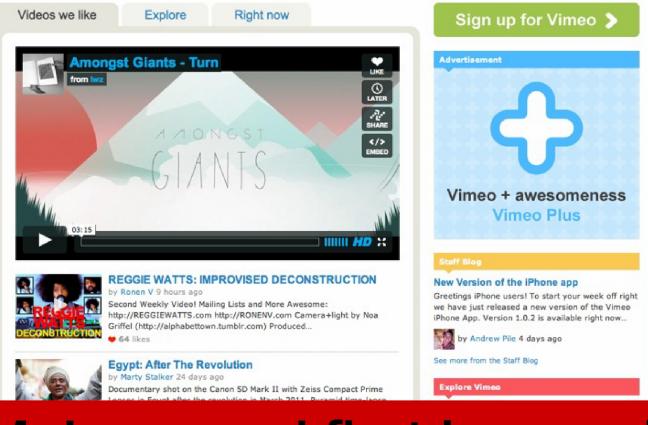


10. Make a good first impression



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10. Make a good first impression